

GRASPS Assessment Design
Understanding by Design by Grant Wiggins and Jay McTighe

- **GOAL**: Establish the goal, problem, challenge, or obstacle in the task.
- **ROLE**: Define the role of the students in the task.
- **AUDIENCE**: Identify the target audience within the context of the scenario.
- **SITUATION**: Set the context of the scenario. Explain the situation.
- **PRODUCT**: Clarify what the students will create and why they will create it.
- **STANDARDS and CRITERIA [INDICATORS]**: Provide students with a clear picture of success. Identify specific standards for success. Issue rubrics to the students or develop them with the students

Interdisciplinary Garden Project Prompts:

Science and Design (*adapted from OER Commons Sun Curve Challenge*): Your challenge is to design a garden to grow food using sustainable processes, following the design principles. The design must meet a food need for our local community. The design needs to be made of affordable/recycled/repurposed materials and support plants and animal life (insects, fish). In addition, the design must use renewable energy (wind, solar).

Art and Humanities: Your task is to create an add campaign to communicate the need for a garden to cafeteria food program in our community. You must convince the school board to allow for our school garden vegetables to be served. You must interpret the different perspectives and their implications through your public service announcement. You must produce a 3-minute video; which includes student performances, demonstrates editing skills, and graphics to enhance your message.